SNS-MQ-USA

FINAL FANTASY MYSTIC QUEST

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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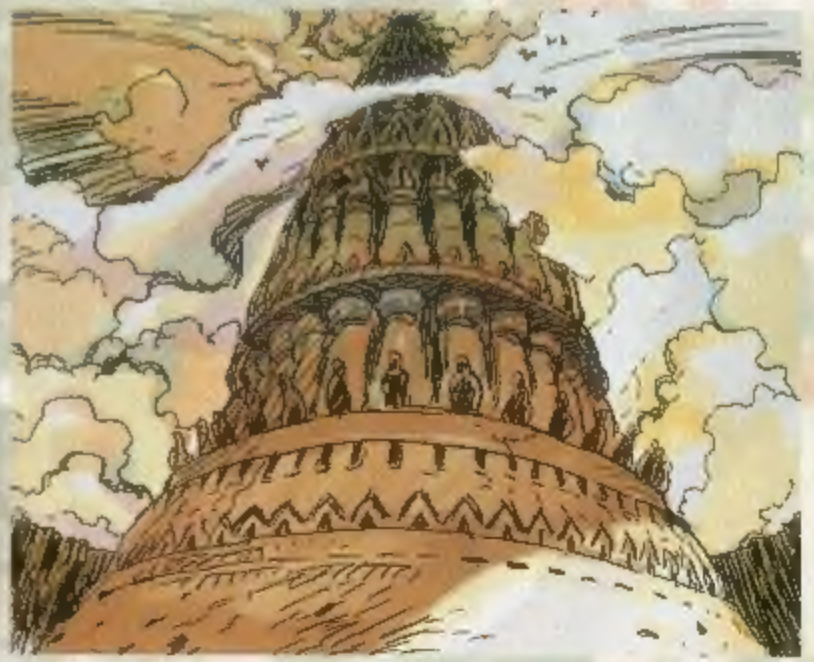
THE STORY

For centuries the Focus Tower had stood at the very heart of the World. It had been a center for trade and knowledge, and the people of the World had met there to peacefully settle their differences. But on one warm summer day, the Tower was suddenly transformed into a symbol of the purest evil. For on that day, powerful monsters battled their way into the Tower, stole the four Crystals of the Earth, and then took off with the magical Coins that had kept the Tower's doors unlocked.

With the Tower doors sealed behind them, the monsters relaxed their guard and turned their attention to the Crystals. As they basked in the radiant glow of the Crystals, the monsters grew stronger and meaner and even more wicked. The more light the monsters consumed, the more the World was drained of its warmth and color. Tremors soon shook the land. The sky grew cloudy and dark. The seasons went berserk. Monsters appeared everywhere and terrorized the people. The World was thrown into total chaos. Something had to be done...

Enter Benjamin. Benjamin was the most normal youngster you could imagine. Like most responsible villagers his age, he arose at the crack of down to take his family's livestock to the upper meadow to graze. Other kids teased him because he read while tending his heard, and because a village Elder had taken him in as a promising student. Although Benjamin seemed mature beyond his years, he still dreamed of being more than he was--faster, stronger and more daring. Little did he know his wishes were about to be fulfilled the hard way...



BEGINNING THE QUEST

STARTING A NEW GAME

Place the Final Fantasy Mystic Quest™ game pak properly into your Super Nintendo Entertainment System and turn the power on. The title screen shown on the right will appear. If no button is pressed, the game will go into "Demo Mode," and scenes from the game will be displayed automatically on the screen. Press any button to start. Choose "NEW GAME" if you are starting a new game and press the A Button. Otherwise, highlight a data file, and press the A Button to begin your last saved game.

ENTER A NAME

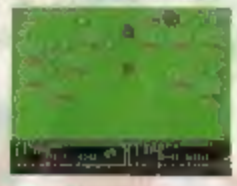
If you have selected NEW GAME, you will next see the Letter Select screen shown at right. Select letters for the Hero's name using the Control Pad. Press the A Button to enter a letter, the B Button to erase a letter. Press the START Button to enter the name, and begin the game.

THE QUEST BEGINS

After entering the name of your Hero, the opening scenes will begin. Listen well to the mysterious elderly man who will assist you throughout the adventure. He'll give you your first destination.

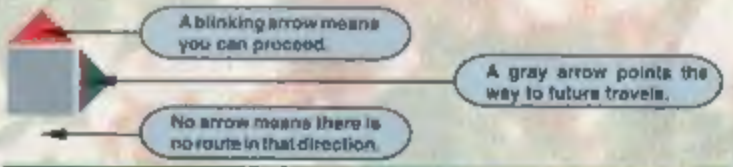
OVERWORLD EXPLAINED

The World of Mystic Quest is divided into an Overworld full of Icons, and the places behind those Icons—which you'll have to enter to explore. You'll notice you can't move freely about the Overworld. You can only move in the direction of a blinking red and yellow arrow. Once in an Icon, however, you can move freely.



BASIC OPERATION

Just press the Control Pad in the direction of a blinking red and yellow arrow, and you will automatically travel to the next Icon in that direction. If no blinking arrows appear, press the A Button to enter the Icon.



SELECT	Press this button, and then use the Control Pad to scan the entire Overworld. Press again for game play.	START	Brings up the Main Menu
		B	Lets you enter an Icon (same as A Button)
A	Press to enter an Icon	Y	Switches your ally's Battle Mode from AUTO to MANUAL.
X	Brings up the SAVE Menu		

SO MANY ICONS!

Wherever the Hero stops on the Overworld you'll find an Icon. Some are Battlefield Icons, and others look like towers, towns, and dungeons. To get from one Icon to the next you may have to find your way through a maze, solve a puzzle, or fight some intense battles! Gray arrows will flash red and yellow when you've cleared a new route.

SUBTITLES

The name of your location is displayed on the Overworld map. Once you have dropped into the Icon, you'll also see the place name until you press a button. Floor numbers of caves and towers remain on the screen at all times.

ENTERING ICONS

Press the A Button or the B Button to enter an Icon. Once you've dropped into the world behind the Icon you'll find you can walk around and examine things as you wish. Remember, to move from one place to another, you have to exit an Icon, and follow the route shown on the Overworld map.

Dropping into an Icon.

Transformation...

You're in!

EXITING ICONS

Once you enter an Icon, be sure to remember what the entrance looks like—you'll probably have to find it again to get out! You can leave Battlefield Icons after finishing one or more rounds, or if you can manage to run from an enemy.

Remember where the entrance is!

Exiting Bone Dungeon.

UNABLE TO ENTER

You can't enter Battlefield Icons that have already been cleaned out. But fear not! There will be more battlefields to come, and more treasure to be won.

VITALITY WINDOW

The Vitality Window, located at the bottom of the screen, allows you to keep track of your party's life essence. Run out, and you're a goner! Always make sure your characters have plenty of Cure Potions, or a working Cure Spell handy.

NAME • • • The name you entered at the beginning of the game will appear here.

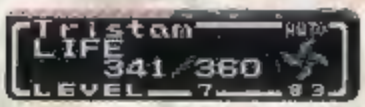
CURRENT WEAPON • • • The Icon of the weapon you are presently using appears here.

LIFE METER • • • This shows the amount of life essence remaining in two different modes, as seen below. See page 20 to learn how to switch from a bar graph to a fraction (Remaining Vitality/Max. Vitality).

Life essence shown as a graph.

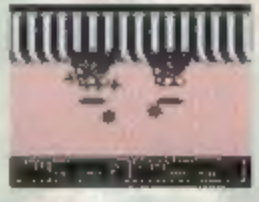
Life essence shown as a fraction.

SECOND PARTY • • • Your ally's Vitality Window looks just like yours, except for the AUTO/MANUAL battle function that can be changed quickly by pressing the Y Button.



PEOPLE COME AND GO

Throughout the game people will join your party for a while, and then leave. You'll never have more than one ally at a time. These people can help you in your quest, so put them to good use. Hint: they make it easier to clear out Battlefields!



LEVEL OF CHARACTER

Although they're usually stronger than the Hero, characters joining your adventure won't gain levels, and won't grow in ability and strength as you do. Be sure to note their strengths and weaknesses, especially their Vitality Level.

ABILITY OF CHARACTER

As you make your way through the adventure, the characters that join you will be stronger and have more abilities. Always check a new ally's Item, Spell, Armor and Weapons lists to see what they bring to the party!

WHO WAS THAT, ANYWAY?

Some people who join you during the game leave rather abruptly. You can make your quest more enjoyable by writing down the names of characters, their relationships to other characters, their hometowns and so forth.

IN THE TOWNS

You can walk about freely in the Worlds behind the Icons, such as towns. Whenever you meet people, stop and listen to what they have to say. Use the information to figure out where to go next. A single character you fail to speak to may hold a clue crucial to the progress of the game.

CONVERSATION

When you want to talk to someone, guide your character with the Control Pad and walk right up to him or her. Then press the A Button. Remember, walking up to monsters will provoke battles.

2 OR MORE TALKING

Look for the small mark sticking out from the straight lines of the dialog window to see who is talking. The latest message will appear brightly on the screen.

BASIC OPERATION

Control Pad	Guides your character on the screen.
A	Allows you to talk to people or to use your weapon.
B	Press to jump over people, or from one object to another.
X	Brings up the SAVE Menu.
Y	Switches your ally's Battle Mode from AUTO to MANUAL.
L	Changes Hero's weapon.
R	Changes Hero's weapon.

CHOP A TREE

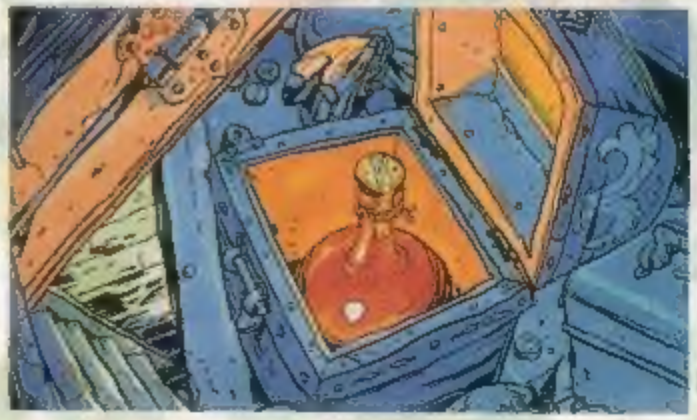
Whenever you're in an Icon World you can use your weapons for purposes other than fighting. For example, you can use your Axe to cut trees or mushrooms that block your path. In an icy world, try whacking statues with your sword.

JUMPING

Reach some areas in Icon Worlds by pressing the B Button and jumping over obstacles and people. Try jumping across things that look like stepping stones.

OPEN ALL CHESTS!

When you find a chest, walk up to it and press the A Button. You will be rewarded with the contents if you have room for it. Unlike Wooden Chests, which hold replenishable items such as Cure potions, Treasure Chests contain powerful and rare items, often necessary to finish the game. Find them all!



MAIN MENU

All sub-commands, such as ITEM, SPELL, ARMOR, and WEAPONS, are selected from the MAIN MENU. Simply press the START Button to call up the MAIN MENU.

THE SCREEN

Here is the MAIN MENU screen. Notice that you can still see your Vitality Window(s) at the bottom of the screen. The left side of the screen shows some of your ITEMS. The right side of the screen displays sub-commands.

MAGIC

Just above the Vitality Window(s) is the MAGIC LEFT indicator, which displays how many spells of each kind of magic you and your ally, if present, have remaining.

BASIC OPERATION

Press up or down to indicate the desired sub-command.

A	Brings up the desired sub-command screen.	Y	Switches your ally's Battle Mode from AUTO to MANUAL.
B	Cancels the MAIN MENU, and returns you to the Game Screen.	L	Changes Hero's weapon.
X	Not used.	R	Changes Hero's weapon.

ITEMS

Press the A Button when this command lights to call up the ITEM MENU. ITEMS include Vitality and Magic restorers, Cure potions, and objects you will need to make your way through the game. You'll start with no ITEMS, but will gain them along the way.

ITEM MENU

All ITEMS in your possession are shown when you bring up the ITEM MENU. Use the Control Pad to move the cursor to the desired ITEM. The name of the selected ITEM will appear in the upper left corner of the screen.

UPPER ROW

The number above each ITEM in the top row of the Icon list indicates how many you have left of the ITEMS immediately below. You can replenish these 4 numbered ITEMS, but you can't carry more than 99 of them.

BASIC OPERATION

Press left, right, up or down to select the desired ITEM.

A	Press to confirm selection, and to use an ITEM.	Y	Switches your ally's Battle Mode from AUTO to MANUAL.
B	Press to cancel a selection, or to cancel the ITEM sub-command and return to MAIN MENU.	L	Changes Hero's weapon.
X	Not used.	R	Changes Hero's weapon.

SPELL

Press the A Button when this command lights to call up the SPELL MENU. You will have to find SPELLS during your quest. Some SPELLS replenish your vitality. Others are used only in battle. Your SPELLS are shown on the left side of the screen, your ally's (if present) on the right. See page 25 for more information.

THREE TYPES OF MAGIC

There are 3 major classes of magic: WHITE, BLACK, and WIZARD. There are 4 different SPELLS within each of these categories. Check the MAGIC LEFT Window (above the Vitality Window) to see how many SPELLS you have remaining in each category.

USING THE MENU

Select the Icon of the desired SPELL using the Control Pad. Press the A Button to confirm your choice. Select the target of the SPELL using the Control Pad. Press the A Button to cast the SPELL.

BASIC OPERATION

Control Pad	Press left, right, up or down to select the desired SPELL.
A	Press to confirm selection, and to cast SPELL.
B	Press to cancel the SPELL sub-command and return to MAIN MENU.
X	Not used
Y	Switches your ally's Battle Mode from AUTO to MANUAL.
L	Changes Hero's weapon.
R	Changes Hero's weapon.

ARMOR

Press the A Button when this command lights to call up the ARMOR MENU. When found or purchased, stronger ARMOR is automatically equipped on the Hero. Your ally's ARMOR and WEAPON are shown on the right side of the screen. ARMOR is stronger the further you make your way into the game.

USING THE ARMOR MENU

You can't change the Hero's ARMOR, but you can see what strengths a piece of ARMOR has. Select the desired ARMOR using the Control Pad. The name of the ARMOR will appear in the upper left of the screen. The number after Defense Total is the total protective strength of your equipped ARMOR.

DEFENSE POWER

The higher the DEFENSE POWER number, the stronger the ARMOR. Small Icons under the Defense Power rating indicate if the ARMOR is strong against certain attacks. See page 27 for details.

BASIC OPERATION

Control Pad	Press left, right, up or down to examine pieces of ARMOR.
A	Not used
B	Press to cancel the ARMOR sub-command and return to MAIN MENU.
X	Not used.
Y	Switches your ally's Battle Mode from AUTO to MANUAL.
L	Changes Hero's weapon.
R	Changes Hero's weapon.

WEAPONS

Press the A Button when this command lights to call up the WEAPONS MENU. The Hero can use 4 classes of weapons: Swords, Axes, Claws and Bombs. When you win or find a stronger WEAPON, it will automatically be equipped onto the Hero. Only the strongest WEAPON in each class can be used.

USING WEAPONS

Switch the Hero's WEAPON by pressing the L and R Buttons. Use the Control Pad to move the cursor to find information about your WEAPONS. The number following the Attack Power Indicator indicates the strength of the selected WEAPON. Small Icons beneath the Attack Power rating indicate if a WEAPON is strong against certain attacks. See page 26 for details.

WEAPONS LEFT

Supplies of certain WEAPONS, such as Explosives and your ally's Ninja Stars are limited, and must be replenished throughout the game. Numerals below these WEAPONS indicate the number remaining.

BASIC OPERATION

Control Pad	Press left, right, up or down to examine WEAPONS.
A	Not used
B	Press to cancel the WEAPON sub-command and return to MAIN MENU.
X	Not used.
Y	Switches your ally's Battle Mode from AUTO to MANUAL.
L	Changes Hero's weapon.
R	Changes Hero's weapon.

STATUS

Press the A Button when this command lights to call up the STATUS MENU. The STATUS Screen displays the vital statistics of your Hero (left side) and ally (right side).

ELEMENTAL DEFENSE

If you, or your ally are equipped with ARMOR or WEAPONS that make you strong against certain elemental attacks (earth, water, fire, and air attacks), this information is indicated by small Icons next to the ELEMENTAL DEFENSE indicator.

SPECIAL DEFENSE

Small Icons next to the SPECIAL DEFENSE indicator show if you or your ally are equipped with ARMOR or WEAPONS that make you strong against attack. Icons include: (Top row) Doom, Petrify, Paralyze, Sleep, (Bottom row) Confusion, Poison, Blind, and Silence.

	EXPLANATIONS
GP	Shows how many Gold Pieces you have.
EXP	Shows experience points.
NEXT	Shows how many experience points you need to reach the next level.
ATTACK	Shows your current Attack strength.
DEFENSE	Shows your current Defense rating.
SPEED	The higher the number, the better your chances are of attacking first!
MAGIC	The higher the number, the more effective the Spell will be.
ACCURACY	The higher the number, the more damage you'll do to an enemy.
EVADE	The higher the number, the better your chances of running from battle.

CUSTOMIZE

Press the A Button when this command lights to call up the CUSTOMIZE MENU. Use this menu to change the screen to suit your tastes.

LIFE INDICATE

Press the Control Pad up or down to highlight the LIFE INDICATE window, left or right to choose SCALE or FIGURE. SCALE displays a bar-graph of your Vitality. FIGURE displays your Vitality as a fraction.

CONTROL

Press the Control Pad up or down to highlight the CONTROL window, left or right to switch from AUTO to MANUAL. In the AUTO mode, your ally (if present) will be guided automatically by the computer. In "MANUAL," you can guide your ally's attack as well as your own.

MSG. SPEED

Press the Control Pad up or down to highlight the MSG. SPEED window, left or right to adjust the setting. This controls the speed of Battle messages only.

WINDOW COLOR

Press the Control Pad up or down to highlight the WINDOW COLOR window, up or down to select R (red), G (green), or B (blue), and left or right to adjust color. Hint: Darker colored windows are easier to read!

SAVE

Press the A Button when this command lights to call up the SAVE MENU. Use this menu to save your progress in the game. After you have saved your data, you will see the name of the character's the current level's, elapsed time, and the location where saved.

SAVING DATA

Select the desired data file using the Control Pad, and press the A Button. The words "Save Completed" will flash in the upper left of the screen when your game has been saved. You can save over an old file, but all the old data will be erased.

BUILT-IN CLOCK

Every time you save a game, you can see the elapsed time, in hours and minutes, for your game. Look under the place name, to the right of the capital letter "T" for your time.

TIPS ON SAVING

Save your progress frequently so that you don't have to retrace your steps in the event of a lost battle. Save after a mall, or battle to avoid having to fight a Boss Monster twice.

BATTLE

In order to grow stronger and faster you must engage in battle. Make sure you fight enough monsters to keep growing, or you might not be able to make it past a powerful Boss Monster! Hint: The higher the level, the easier it is to defeat an enemy!

BATTLE ICON

Although you will encounter numerous monsters throughout the game, you can also choose to hone your battle-skills by entering Battlefield Icons. Simply walk onto a Battlefield Icon that has not been cleaned out, and press the A Button.

BATTLE SCREEN

You can fight just one Round, or clear the Battlefield completely, but in any event, you will have to become familiar with the Battle Screen. You will be shown the name of your enemy and given three choices: BATTLE, RUN and CONTROL.

FIRST DECISION

Decide whether you want to fight your enemy, run from it, or change your ally's Battle Mode from Auto to Manual (or back).

CHOOSE BATTLE

When you choose BATTLE, the screen will change, and you will be presented with 4 choices: ATTACK, SPELL, ITEM, and DEFENSE. Think carefully, does your party have sufficient Vitality to take a few hits from monsters?

ATTACK

Highlight the ATTACK window, press the A Button, and make sure your Hero is equipped with the desired WEAPON. (Switch WEAPONS by pressing the L or R Buttons as necessary.) Press the A Button to confirm your choice. Use the Control Pad to select your target. (Press the B Button to cancel, and return to the Battle Menu.) Then press the A Button once again to attack your enemy.

SPELL

Highlight the SPELL window and press the A Button. Press the Control Pad up or down to select the correct category of MAGIC (WHITE, BLACK, or WIZARD), and then left or right to select the desired SPELL. After selecting a SPELL, press the A Button to confirm your choice. Next, press the Control Pad left or right to select a target. Hold the Control Pad up to select all enemies (certain types of SPELLS). Hold the Control Pad down to select both members in your party (certain types of SPELLS).

ITEM

Highlight the ITEM window and press the A Button. Move the Control Pad left or right to select the desired ITEM, and press the A Button to confirm your choice. Finally, use the Control Pad to select either the Hero or ally, and press the A Button.

DEFENSE

Highlight the DEFENSE window and press the A Button. Using the Control Pad, select the character in your party who is to be on the defensive, and press the A Button once again. Instead of fighting, the selected character will merely defend himself to the best of his/her ability.

ITEMS

CURE POTION

Recovers Vitality. Find in Chests/purchase in Shops. Use anytime.

HEAL POTION

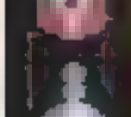
Recovers health. Poison, Petrify etc. during/after battle. Find in Chests/use anytime.

SEED

Recovers Magic Points. Find in Chests/purchase in Shops. Use anytime.

REFRESHER

Recovers Vitality & awakens during battle (speed, defense etc.). Used only during battle.



ELIXIR

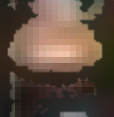
Healing potion. Neutralizes Minotaur poison, saves Knell. Valid Temple.

TREE WITHER

Shows extent of damage in the Level/Forest Level Forest.

WAKEWATER

Magical water from the spring of Life Temple. Melts evil ice.



VENUS KEY

Opens the Chest containing the Venus Shield. See Spencer.

MULTI-KEY

Opens everything that is locked! Ask Tristam about it when you can't unlock a door.

MASK

Lets you see things through gas. Volcano.

MAGIC MIRROR

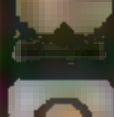
Lets you see monsters that were invisible. Ice Pyramid.

THUNDER ROCK

Powers up the Rainbow Road. Fireburg.

CAPTAIN CAP

Japon Mac's trusty cap. If you have it, he'll know you're a friend of Kaeli's.



LIBRA CREST

Lets you warp from one place to another by standing on the Libra Crest icon. Wintry Cave.

GEMINI CREST

Lets you warp from one place to another by standing on the Gemini Crest icon. Battlefield.

MOBIUS CREST

Warp from one place to another by standing on the Mobius Crest icon. Spencer [illegible].

SAND COIN

Opens gold door in Focus Tower. Bone Dungeon.

SUN COIN

Opens purple door in Focus Tower. Lava Dome.

RIVER COIN

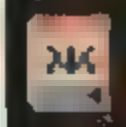
Opens blue door in Focus Tower. Ice Pyramid.

SKY COIN

Opens green door in Focus Tower. Pazuzu's Tower.

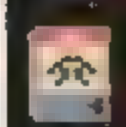
MAGIC

White Magic. Escape from dungeons, towers etc. In battle sends enemy to oblivion.



White Magic. Recovers vitality like Cure Potion. Forests.

White Magic. Recovers conditions like Heal Potion. Falls Basin.



White Magic. Reverses Fatal status. Found in Lava Dome.

Black Magic. Causes bone-piercing earthquake under enemies. Bone Dungeon.

Wizard Magic. Casts fiery meteors at enemies. Alive Forest.

Black Magic. Freezes enemies. Focus Tower.

Black Magic. Casts flames at enemies. Won't be coming out of the [illegible].

Black Magic. Casts tornado at enemies. Focus Tower.

Wizard magic. Casts orbs of glistening at enemies. Won after clearing out a Battlefield.

Wizard Magic. Showers enemies with purifying energy. Found near Lava Dome.

Wizard Magic. Traps enemies in a red-hot sun flare. Pazuzu's Tower.

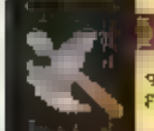
WEAPONS

STEEL SWORD
Your trusty first weapon!

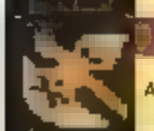
KNIGHT SWORD
Found in Ice Pyramid

EXCALIBUR
Look in Pazuzu's Tower

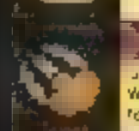
AXE
Karli will give it to you in the Level Forest.



BATTLE AXE
Someone sells it in Fireburg



GIANT'S AXE
Alive Forest



CAT CLAW
Get from Phoebe in the Wintry Cave. Can do the following damage to monsters. Poison Paralyze

CHARM CLAW
In the Mine. Can do the following damage to monsters. Poison Paralyze Sleep, Confuse, Blind

DRAGON CLAW
Get it from Tristam. Can do following damage. Poison Paralyze Sleep Confuse Blind Doom Stone Silence

BOMB
Blows open sealed doorways. Tristam will teach you the way of Bombs in the Bone Dungeon

JUMBO BOMB
Next size up from Bomb. Phoebe will teach you how to use 'em in the Falls Basin

MEGA GRENADE
The strongest Bomb Thrown. Someone in Fireburg will tell you how to use 'em

MORNING STAR
Equipped on Reuben. Powerful ball-and-chain weapon.

BOW OF GRACE
Phoebe is equipped with this. Strong stuff!

NINJA STAR
Tristam tosses these with great accuracy

STEEL HELM
Buy it in Aquana

ARMOR

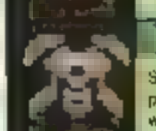
[illegible]
Strong against fire attacks. Lava Dome.

[illegible] HELM
Strong against fire attacks. Mount Gale.

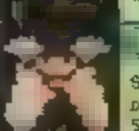
[illegible] ARMOR
Already equipped at the beginning of the quest

[illegible] ARMOR
Strong against water poison attacks. Ice Pyramid

[illegible] ARMOR
Strong against thunder poison sleep attacks. Ship Dock.



[illegible] ARMOR
Strong against water petrify attacks. Kae wears it.



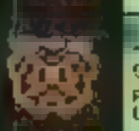
[illegible]
Strong against thunder poison sleep attacks. Ship Dock

[illegible] ARMOR
Strong against fire attacks. Reuben wears it.

BLACK ROBE
Strong against doom attacks. Tristam wears it.

STEEL SHIELD
Bone Dungeon

VENUS SHIELD
Strong against paralyze attacks. Focus Tower



AEGIS SHIELD
Strong against paralyze petrify attacks. Doom Castle

[illegible] SHIELD
Strong against drain paralyze sleep attacks. Phoebe uses it

CHARM [illegible]
Strong against charm attacks. Win it after clearing out a Battlefield

[illegible]
Strong against silence attacks. Win it after clearing out a [illegible].

[illegible] LOCKET
Strong against silence, confusion blind attacks. Buy it in Windia

HERE WE GO!

Prepare yourself It s time to thrash the forces that are ve ing the World n Darkness Talk to everyone you meet but remember monsters usually dine first and ask questions later Enter your name, and press the START Button to beg n.

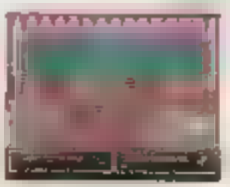
1 IN THE LEVEL FOREST

2 gray arrows mean you can't go anywhere on the Overworld. Press the A But ton to enter the icon. Now you're in the Level Forest See the elderly man floating in front of you? Walk up and talk to him by pressing the A Button He'll te you to save the Crystal of Earth. Head toward the easter part of the forest and help the man yo meet there Then ex t towards the east A new path has opened Press the Contro Pad in the c rection of the bl king arrow, and press the A Button when you stop.

2 IN FORESTA KAELI JOINS YOU

Take the Tree W ther you were given in the Level Forest to Kaeli in Foresta. She'll see the dry branches and get mad enough to join the f ght Go through all of the houses in the town before you leave. Try entering the house in the upper right corner of the town from the back after ta king to the owner Use the B Button to jump across the steps in the water beh nd the house

Get Kaeli to help you.



Now you can use the Cura Spell!

3 BACK TO THE LEVEL FOREST

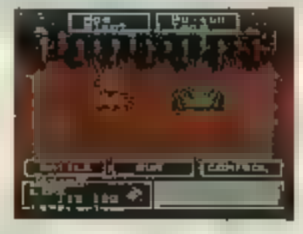
After Kael joins your party, return to the Level Forest Exit Foresta the same way you entered. press the Control pad toward the Level Forest, and press the A Button when you arr ve there. Once in the forest, head towards the north. You can see some chests behind small trees Be patient, you'll be able to open these soon enough.

Go through the forest until you see two trees blocking the path northward, and bump nto the reddish-tinged one. Be prepared to do battle!

A tree that s not a tree!

4 FIRST BATTLEFIELD

After leaving the Level Forest follow the new path northward by pressing up on the Contro Pad The first Icon you'll reach s a Batt efield Icon. Practice your fighting skills and gain some expe- rience here so you can grow stronger Hint: Battle fields are easier to clear when you have an ally with you!



SAND TEMPLE

Enter this icon and open the chest in the upper right corner. It will be empty, but some cheeky guy will walk into the room and ask you if you want some Cure. This is Tristam, who is going to give you some Elixir for Kaeli, but at a price. You'll have to go treasure hunting with him into the depths of the Bone Dungeon!

NEXT BATTLEFIELD

Now you have another chance to polish your fighting skills in a Battlefield! Take Tristam with you, and put him to work here. If you beat the monsters you'll win the Charm Pendant, which protects against Charm attacks.

BONE DUNGEON - 1F

It's hard to move through the Bone Dungeon because of the shifting sands. Steer clear of the middle of the caverns. You'll have to fight monsters to reach treasure chests. Walk through the mouth of the skeleton at the top of the screen to reach eve Basement 1(B1). Jump across the turtle shells in the water by pressing the B Button. A bone gate blocks a secret path at the top of the screen. Forget about it for now. Walk into the water and through the jaws of the beast skeleton on the far left. Climb out of the water, and you'll see a sealed door.

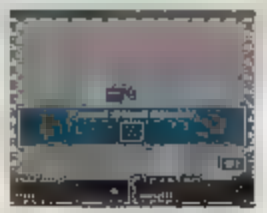
GO GET THE SHIELD AFTER LEARNING BOMB!

When you approach the door, Tristam will show you how to use Bombs and sell you some. Return to the bone gate you passed before, blow it up and find the Steel Shield that's hidden there.

Leap across the shells.

Learn to use Bombs

Bomb the skeleton to proceed.



It's a Shield!

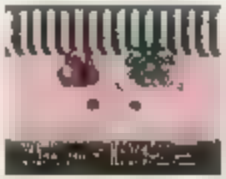
9 BACK THROUGH THE DOOR

After fetching the Shield, go back to, and through the door Tristam opened for you with a Bomb. Walk into the cavern beyond, find a chest of Ninja Stars for Tristam, and then make your way toward the stairway on the left. Fight every chance you get. You must become stronger! But save at least 2 Bombs for the last 2 sealed doorways!

10 FIGHT FOR EXPLOSIVES

Fight the Gorgon in B2 for a chest of Explosives. You'll need these to replenish your supply. Make sure and save your game often!

Gather your courage



Thrash the Gorgon

More Bombs!

11 BLOW OPEN THE RIBS

Ribs are blocking the path as you head upwards in B2. Just use a Bomb to clear them out of the way. To the right. Find more Ninja Stars for Tristam, and then walk to the left.

12 STAY AGAINST THE EDGE

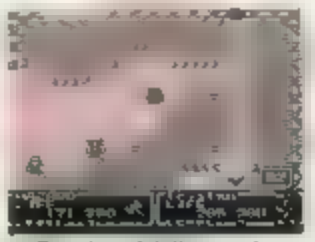
As you reach the top of B2 the sands begin shifting, so keep to the edges of the cavern. Fight through the monsters blocking your way to the next set of ribs. Blow them open, and take the stairs leading to the next skeleton in a different part of B2.

Take out the ribs

Find the stairs for more of B2

13 MORE RIBS!

Blow open the jaws. You'll find Seeds in a chest toward the top of your screen. Exit the ribs to the left. More jaws! Through these lies the Quake Spell, at the top of the screen, and one more set of jaws off to the right. Blow up these to reach the Boss Monster.



Stay clear of shifting sand.

The last of the ribs

MEET THE BOSS

The fearsome Flamerous Rex is guarding some priceless treasure. He's using the power of the Crystal of Earth, so be careful. You have to beat him so that Tristam will give you the Elixir you need. Try your Quake Spell out on him, or use your Sword. Tristam should attack with Ninja Stars. Make sure you save the game before taking on this beast!

As you hit him...

You can watch him...

Fall apart!

RECEIVE ELIXIR

Tristam scoops up the treasure and leaves, but not before handing you the Elixir Kaelin needs to get well. Be sure and check the Chests before leaving, especially on the right side of the cavern where you'll find the Sand Coin.

BACK TO FORESTA

Make your way out of the Bone Dungeon, but first save the game after you have thrashed the Flamerous Rex. Now, can you find the exit? It's at the bottom of the screen on the 1st floor. But watch out — you have to fight your way out of the last cavern. Take the Elixir back to Kaelin in Foresta then return to the Sand Temple. A new route is open!

BATTLEFIELD #3

Take the right route from the Sand Temple. The first stop will be a Battlefield con. You can try to tackle some of the monsters here, but you might want to wait until you're joined by an ally.

18 INTO THE FOCUS TOWER

Now you're entering a realm of great darkness. You've recovered the light from the Crystal of Earth, but three Crystals are still being drained. You must pass through the Focus Tower on your way to your next destination.

19 INSIDE THE TOWER

As you make you're way toward the top of the screen, you'll see that curious elderly man floating in a room to the left of the screen. Go up and to the left to talk with him. You'll see treasure chests in rooms around you. You can't get to these yet — just be patient.

20 TALK TO THE OLD MAN

Listen carefully to what the man says, for he is giving you your next clue (To find Phoebe). Then go up the stairs you see to the left. Remember that the people you meet are going to guide you through your quest. Write down the clues if you want to!

21 ONE ROOM, THREE DOORS

At the top of the stairs you'll find three doors — gold, blue, and purple. Note that there is a different Icon on each door, indicating the magical Coin that you must have before you can enter that door.

22 THROUGH THE GOLD DOOR

Walk up to the gold door and press the A Button. It opens! The Icon on the door matches the shape of the Sand Coin you took from the Bone Dungeon. If you had overlooked the Coin, you'd have to go back and find it now! Always search all caverns, rooms and other places carefully!

23 EXPLORE

Once through the gold door, go up the stairs at the top of the screen. You'll see a door on the second floor. Don't head that way yet! Go around, and down until you see a Chest. Hop over the gap in the wall if you have to, using the B Button, to get to the Chest.

24 IT'S THE FIRE SPELL!

Walk up to the Chest and press the A Button. You'll find the Fire Spell! Use it in your next battle, but keep an eye on your Black Magic Spells Remaining counter.

25 OUTSIDE THE TOWER

After finding the Fire Spell, go back to the stairway, and exit through the door you see there. You're back in the Overworld! Now you have to find Phoebe. Press the Control Pad in the direction of the blinking arrow.

26 BATTLEFIELD

Another Battlefield awaits you. What might you win here? Before you begin slugging away, you might want to have an ally join you.

27 LIBRA TEMPLE

Continue on, following the flashing arrows, and you'll arrive at the Libra Temple. Enter the Temple and go toward the top of the screen. A girl is standing there! Talk to her, and you'll learn that she's Phoebe. You've got to help her! When she joins you, follow the blinking arrows through Battlefields, stopping to clear them, to Phoebe's house in Aquaria. And now you're on your own!

Advice From the Mystical Elders of SQUARE:

Always talk to everyone you meet, and save your game often to speed your progress—why backtrack when you don't have to! Finally, if you get stuck call our Game Counseling Line at (206)861-0303. (Remember to get your parent's permission if they are paying for the call!)

Good luck!

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FINAL FANTASY
MYSTIC QUEST

Use this map of the Mystic Quest World as you battle the Boss Monsters to save the Four Crystals of the Earth. You can also call up a map of the world on your game screen by pressing the SELECT Button while in the Overworld, and then pressing the Control Pad to move north, south, east, and west.

1. FOCUS TOWER
2. LEVEL FOREST
3. FORESTA
4. SAND TEMPLE
5. BONE DUNGEON
6. LIBRA TEMPLE
7. AQUARIA
8. WINTRY CAVE
9. LIFE TEMPLE
10. FALLS BASIN
11. ICE PYRAMID
12. SPENCER'S PLACE
13. WINTRY TEMPLE
14. FIREBURG
15. MINE
16. SEALED TEMPLE
17. VOLCANO
18. LAVA DOME
19. ROPE BRIDGE
20. ALIVE FOREST
21. GIANT TREE
22. KAIDGE TEMPLE
23. WINDHOLE TEMPLE
24. MOUNT GALE
25. WINDIA
26. PAZUZU'S TOWER
27. LIGHT TEMPLE
28. SHIP DOCK
29. MAC'S SHIP

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